

Updated Search History

EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S100	13	(Miyamori near3 Hisashi).in.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S101	1927	382/173.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S102	122	382/178.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S103	1950	382/190.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S104	147	382/281.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S105	695	382/291.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S106	920	382/300.ccls.	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S107	5	S101 and S104	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S108	7	(line near6 overlap\$3) same (delet\$3 or remov\$3) same (interpolat\$3)	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S109	1647	interpolat\$3 same perpendicular	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S110	384	interpolat\$3 same perpendicular\$2 same pixel	US-PGPUB; USPAT	ADJ	ON	2009/11/20 11:47
S111	51	((eliminat\$3 or remov \$3 or delet\$3) near6 (line)) same ((blob or object) near6 (track \$3))	US-PGPUB; USPAT	ADJ	ON	2009/11/20 12:08
S112	7	(line near6 overlap\$3) same (delet\$3 or remov\$3) same (interpolat\$3)	US-PGPUB; USPAT	ADJ	ON	2009/11/20 12:09
S113	28	(interpolat\$3 and (drop\$4 near3 perpendicular)) same (image or video)	US-PGPUB; USPAT	ADJ	ON	2009/11/20 12:10

S114	24	(eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (artifact or obstruct\$3 or noise) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:13
S115	249	(eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:20
S116	1	382/275.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:51
S117	0	382/190.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:53

S118	0	382/173.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:53
S119	0	382/178.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:53
S120	0	382/281.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:53
S121	0	382/291.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:53

S122	2	382/300.ccls. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:53
S123	21	"382".clas. and (eliminat\$3 or delet\$3 or clean\$3) same (line or linear) same (moving or non \$stationary or animated) same ((video or imag\$3 or camera) near3 (object or subject or person or player or car))	US-PGPUB; USPAT; FPRS; EPO; JPO; DERWENT; IBM_TDB	ADJ	ON	2009/11/20 12:54

11/ 20/ 2009 5:17:55 PM

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